STEVE HU
GAME DESIGNER

EDUCATION

NEW YORK UNIVERSITY
2019 - 2023
BACHELOR OF ARTS
- <u>Major</u>: GAME DESIGN
- <u>Minors</u>: WEB DEVELOPMENT
  FILM PRODUCTION

SKILLS

<u>Engines</u>
- Unity
- Unreal Engine 4/5

<u>Programming Languages</u>
- C# (6 years)
- Python (6 years)
- Java (4 years)
- Javascript (3 years)
- HTML / CSS (3 years)

<u>Tools</u>
- Adobe Photoshop
- Adobe Premiere Pro
- Adobe Audition
- Version Control (Git, Perforce)
- Figma
- FL Studio
- Reaper
- Wwise
- Spreadsheets

LANGUAGES

Mandarin Chinese (Native)
English (Bilingual)
Japanese (A1)
Russian (A1)

CONTACTS

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SOCIALS

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PROJECTS

RITUAL NIGHT   Jun 2021 - Dec 2024
Technical Designer; UI/UX Programmer; Producer; Narrative Designer; Composer
Team of 6 / Unity 2D / Multiplayer Social Deduction Game
- Led the team in designing, programming, and iterating over various frontend interactions; assisted in designing and programming the core gameplay loop; built Unity editor tools to speed up design processes; storyboarded and edited trailers and other video contents; developed company website.
- Composed and produced all in-game music, featuring unique leitmotifs to enhance narrative; designed, drafted, and written a 33-page in-universe story that explores world building of the game.
- Worked as the team's second in command, communicating and managing tasks between team members; planned sprints and held weekly stand-up meetings; curated and hosted multiple playtest sessions with community members.

HYPERSTARS   Sep 2022 - Aug 2023
Technical Designer; Technical Artist; Audio Designer; Narrative Designer; Composer
Team of 8 / Unity 3D / Fighting Game
- Cooperated with lead designers in creating designer friendly tools to create polished, impactful VFX and other shader elements that fits the style, genre, and overall gameplay; making the game juicier and enhancing the player experience.
- Led the conceptualization and foundation of world building for the narrative of the game; created unique and exciting character lore, backstory, and dialogues and past events that best reflect each of the unique characters' traits, personalities, and actions.

UNTITLED CRT GAME   Jan 2023 - May 2023
Sole Developer
Unity 3D / Experimental Action Game (feat. ChatGPT) / OpenAI API
- Designed and scripted an enemy AI Statemachine in C#, using Unity's NavMesh. The Statemachine holds 4 prominent states and each creates its own behavior for the enemy to enhance gameplay.
- Designed and scripted two unique time manipulating features as the game's central premise by creatively storing and re-using multiple datapoints across time.
- Scripted a ChatGPT powered console system using OpenAI's API, enabling the players to talk to a pre-trained AI that would provide player with specific in-game information.

STUFF MACHINE / STEVEHUU.COM   Jul 2022
Sole Developer
HTML; CSS; Javascript / Portfolio Website / Hosted on AWS (S3, Cloudfront)
- Designed and developed a website without any site-building tools; experimented in both front-end and back-end development; created a cohesive theme for the entire site.
- Programmed an interactive OS-like web page to present works and interactive elements with pure custom Javascript without any existing tools.

EXPERIENCES

Outfox Games   Jun 2021 - Dec 2024
CO-FOUNDER / PRODUCER / GAME DESIGNER / AUDIO DESIGNER
- Co-founded a start-up studio and worked on a multiplayer social-deduction game (Ritual Night) from concept to ship, with everything from development to publishing all done in-house by ourselves.
- Curated a community of 300+ players and hosted dozens of Play With Dev sessions with an average of 15 players joining per session; sold over 5000+ copies on Steam with a 85%+ positive review.
- Showcased and pitched to more than 30 external publishers based in NA, EU, CN, and KR; collaborated with 3 external companies in different terms to ship the game on Steam.
- Won Games Week Berlin 2022 Dev Booster (1st place); showcased game and hosted playtests during events such as Game Devs of Color, Games Week Berlin, Play NYC, and GDC.

HoHo Games   Dec 2023 - May 2024
CONTRACTOR: SOUND EFFECTS
- Designed and implemented 300+ unique sound effect clips in collaboration with the lead designer for Thought Experiment Simulator; received 100+ positive mentions in over 400 steam reviews.

NYU Game Center   Sep 2022 - Dec 2022
TEACHING ASSISTANT
- Assisted NYU professor Jeremy Abel in teaching 3D Studio: Unreal (GAMES-UT 326); ran 3 hour lab sessions weekly to provide feedback and answered questions regarding student projects in Unreal 5.

ExLAC Shanghai   Jan 2023 - Feb 2023
TEACHING ASSISTANT / CLASS COORDINATOR   Jul - Aug 2022
                                                                     Jul - Aug 2021
- Assisted Swarthmore College professor Ron Tarver in teaching a 128 hour-long online photography class; bridged student-professor communications; coordinated homework and provided feedback.